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**Amendments to the Claims:**

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
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12. (Canceled)
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16. (Canceled)
17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)

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22. (Canceled)

23. (Canceled)

24. (Canceled)

25. (Canceled)

26. (Canceled)

27. (Canceled)

28. (Canceled)

29. (Canceled)

30. (Canceled)

31. (Previously Presented) A method for automatic control of real world entities, wherein the real world entities are represented as instances of objects, and wherein the control of an individual entity depends on the relationship of the entity to other entities, the method comprising the steps of:

creating at least two structures, wherein each structure is based on a certain type of relationship between object instances,

creating at least one composite object type comprising at least two formal instances, wherein each formal instance contains information about instantiation of a certain object type, and wherein at least one such object type defines a function for control of a real world entity,

locating each formal instance in at least one of two groups of formal instances, wherein each group is associated with a structure, and at least two groups are associated with different structures,

instantiation of the composite object type, wherein for each group of formal instances corresponding real world object instances are created and

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located in the structure with which the group is associated,

changing at least one object instance thus created, said object instance defining a function for control of a real world entity, such that said function for control is adapted to the relationship of the object instance to other object instances in at least one of the resultant structures such that the control of the corresponding real world entity is adapted to the relationship of said entity to other entities.

32. (Previously Presented) A method according to claim 31, wherein at least one formal instance is of a composite object type.

33. (Previously Presented) A method according to claim 31, wherein one structure is based on functional properties of the real world entities and another structure is based on the physical location of the real world entities.

34. (Currently Amended) . A method according to claim 31, wherein a formal instance comprises a description of how the properties of the corresponding object type are to be changed when a ~~real world~~actual instance is created.

35. (Previously Presented) A method according to claim 31, wherein at least one formal instance represents a group of formal instances.

36. (Previously Presented) . A system for automatic control of real world entities, wherein the real world entities are represented as instances of objects, and wherein the control of an individual entity depends on the relationship of the entity to other entities, the system comprising:

at least two structures, wherein each structure is based on a certain type of relationship between object instances,

composite object types comprising at least two groups of formal instances, wherein each group is associated with a structure, and wherein each formal instance contains information about instantiation of a certain object type,

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and wherein at least one such object type defines a function for control of a real world entity,

automatic functions which, when the composite object type is instantiated, for each group of formal instances create corresponding real world instances and locate these in the structure with which the group is associated, and change at least one object instance, thus created, which defines a function for control of a real world entity, such that said function for control is adapted to the relationship of the object instance to other object instances in at least one of the structures in which the object instance is located, the control of the corresponding real world entity thus being adapted to the relationship of said entity to other entities.

37. (Previously Presented) A computer program comprising program code means for performing any of the steps of a method of automatically controlling real world entities in computerised control applications wherein the real world entities are represented as instances of objects, and wherein the control of an individual entity depends on the relationship of the entity to other entities, the automatic control method comprising the steps of:

creating at least two structures, wherein each structure is based on a certain type of relationship between object instances,

creating at least one composite object type comprising at least two formal instances, wherein each formal instance contains information about instantiation of a certain object type, and wherein at least one such object type defines a function for control of a real world entity,

locating each formal instance in at least one of two groups of formal instances, wherein each group is associated with a structure, and at least two groups are associated with different structures,

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instantiation of the composite object type, wherein for each group of formal instances corresponding real world object instances are created and located in the structure with which the group is associated,

changing at least one object instance thus created, said object instance defining a function for control of a real world entity, such that said function for control is adapted to the relationship of the object instance to other object instances in at least one of the resultant structures such that the control of the corresponding real world entity is adapted to the relationship of said entity to other entities.

38. (Previously Presented) A computer program as claimed in claim 36, wherein the program code means are stored in a computer readable medium.